SEKAR KHAIRUNNISA ARUM MEIDINASARI

ILLUSTRATOR

Hi! Call me Sekar.

I'm an illustrator from Yogyakarta.

As illustrator i'm working on several project like illustration, children illustration book, game card design, 2d assets and icon game apps and animation project. I'm flexible person, i can work with team and be responsible on my task. I'm familiar with deadline based work. I'm eager to learn new things and always open for constructive criticsm!

CONTACT INFORMATION

- Ndalem Sleman Homestay, Sleman 3, Triharjo, Sleman, Yogyakarta
- sekarkhairun@gmail.com
- https://www.linkedin.com/in/sekarkhairunnisa/
- +6283145743813

EDUCATION BACKGROUND

Sekolah Tinggi Multi Media Yogyakarta

ANIMATION & GAME DESIGN TECHNOLOGY (2016-2020)

- During my 4 years in college, i learned how to make animation short movie, both 2D and 3D, using animation pipelines work.
- My final assignment project was hybrid short animation movie called 'BHUMI'

PORTFOLIO LINK

- https://www.instagram.com/aldedadu
- https://sekarkhairun.artstation.com/

WORK EXPERIENCE

Freelance Illustrator

SUGARNUTS INDONESIA (MARCH 2021-NOW)

 I'm in charge of several projects that have been done such as children book illustrations, game app icons, game card designs, illustrations

Background Artist, Illustrator & Animator (Internship)

STUDIO KASATMATA YOGYAKARTA (AUGUST-DECEMBER 2019)

- As a Background Artist, I am in charge of making outdoor and indoor backgrounds for color recognition for preschool children video projects.
- As Illustrator, I'm in charge of creating assets in an alphabet learning for preschool children video project.
- As an animator, I'm in charge of animating alphabet learning video on Adobe After Effect.

ORGANIZATION EXPERIENCE

Head of Marketing Division
ANIMATION EXPO (AXPO)(2017-2018)

• Leads a team of 3 division member and in charge of event sponsorship

SKILL & SOFTWARE PROFECIENCY

- Adobe Photoshop, Adobe After Effect, Adobe Premiere, Blender
- Digital Illustration/hand drawn, Concept Art, 2D assets,
 Game Card Designs, Environmental and props design, basic
 3D model